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ELDFALL CHRONICLES

SETUP

Select a **quest** and game size (the number of **recruitment points** each player has for assembling and outfitting their party). Each model has its own **recruitment cost**. The recommended game size for starting players is 60 pts.

A **party** is of a group of models that belong to a single player. Choose a **faction**, then choose your models. You may only enlist models from the chosen faction, along with neutral models. At least 1 model must be affiliated with the selected faction. If a player chooses the neutral faction, they may only enlist models with the neutral affiliation and purchase only neutral upgrades.

The number of enlisted models of the same name must not exceed their **LIMIT**. A single party may contain up to 10 models.

Choose one of your models to be the party's **leader**. As long as the leader is not **incapacitated** or **dead**, the player controlling it may use stratagems during their strategic phase.

Optionally, players may choose the **guildsworn** format and create a party of models from any faction, regardless of affiliation. In this case, all models have a **LIMIT 1**. Authority stratagems affect all models regardless of their affiliation, but this does not extend to the allied player's party.

You may also purchase **upgrades** with any remaining recruitment points, and assign them to your models. You may have up to 1 upgrade per model, and only neutral upgrades and upgrades belonging to the faction you are playing. A player may purchase an upgrade with the same name up to its specified **LIMIT**.

Set up the field. For standard play, 3' by 3' is recommended for a party size of 3-5 models.

Perform an **initiative check**. Each player rolls 1D20 and adds their party leader's **MORALE**. The player with the highest total wins the initiative and may choose one of the following:

- Deployment position:** The player chooses in which deployment zone they will deploy their models (the other player deploys within the other available deployment zone). They may also decide whether the players will deploy their entire parties at once or take alternating turns deploying 1 model. After deployment, players reveal their party lists to each other.
- Turn order:** The player chooses who will be the active player first (the first player). The other player goes second and is the second player. Players deploy models in the same order.

In both cases, if there are multiple players, choose the deployment order according to their initiative check results.

Players deploy their models fully within their deployment zones unless specified otherwise. A model can only be deployed on a surface where at least half of its base fully fits. A model may be deployed in the **crouched** state.

After all the players deploy their models, begin the game.

BASIC RULES

Sizes of models, from the smallest to the largest, are: small (S) < medium (M) < large (L) < huge (H) < gigantic (G) < colossal (C) < epic (E).

A model's **hitbox** is cylindrical and of the same width as the model's base, and used to determine the model's height and volume on the field. It. When in doubt, after a movement or action is declared, a player can substitute the selected model with a hitbox of the corresponding size.

AFFILIATION

Affiliation is represented by a banner or crest on the model's profile indicating the factions into which it may be recruited and to which it belongs.

Models with **neutral** affiliation can be recruited into any faction. Models with a split banner or 2 crests, signifying 2 different factions, can be recruited into both factions. If one half is the neutral faction, the model can be recruited by any faction as a neutral model, while it originally belongs into the other displayed faction (where it is recruited as a model of that faction).

DICE ROLLS

Whenever a model performs an action that would require a roll, perform the corresponding dice rolls with 20-sided dice (D20).

To succeed in an attribute or attack roll, the result must be equal to or lower than the modified attribute.

After the dice are rolled, if the player has is able to **re-roll**, they may roll a selected number of dice once again, completely negating their previous roll result.

Modifiers are added to or subtracted from the model's default attribute value after the action has been declared and before the rolls are performed. If modifiers reduce an attribute to 0, the action is an automatic failure (except for damage rolls). An attribute cannot be modified below 0; if an attribute is increased over 20, the roll result of 20 also becomes a **critical hit**.

When applying halving or doubling modifiers, first subtract or add other modifiers (if there are any) and then halve or double the modified attribute, rounding up.

AWARENESS

Awareness is an area surrounding the model with a radius in inches from the edge of the miniature's base equal to the model's **AGILITY**. A model is within another model's awareness as long as its hitbox is within, or in contact with, that model's awareness.

DISTANCE & MEASUREMENT

All distances are in inches. Exact measurement is done after the movement, action or reaction has been declared. Measure the distance between models in a straight line from the closest points of their hitboxes. Movement is always measured from the same part of the model's base.

Before starting the game, players decide which of the following modes of measuring they wish to use:

Assisted mode: Players can pre-measure any distance.

Standard mode: Pre-measuring is limited. You may pre-measure distances only within the **awareness** of your models, and the activated model's movement distance. When a model is moving, you may not premeasure distances other than the movement distance. You can measure other distances before the model's movement and after your model has completed the movement. You may not pre-measure AOE effects by placing a template.

Realism mode: Players are not allowed to pre-measure any distances. Measuring should always be strictly related to the performed action or movement.

Base contact means a model's hitbox is in physical contact with another model's hitbox, token, piece of scenery, etc. A model is always in base contact with itself.

LINE OF SIGHT (LOS)

To check LOS, draw an imaginary straight line from the edge of one model's hitbox to the edge of another model's hitbox. Players may check LOS at any time. A model always has LOS to itself.

Divide a model's hitbox into front and back 180° arcs (mark these on its base). Unless specified otherwise, a **model can draw LOS only from its front arc**. LOS can be obscured by another model or scenery.

STATES

When a model enters a certain **state**, place a token or marker representing that state next to the model's figure or onto the model's profile card. A model may be in more than 1 state at the same time, but **states of the same name cannot be applied more than once to the same model**.

REACH (RCH)

REACH (RCH) is the distance at which an item, ability or a spell can be used, measured from anywhere on the model's hitbox. Items, spells or skills with **RCH 0** can only be used in base contact with the target. If the target of an action is outside of the item's reach, the action is a failure.

The **REACH** of ranged weapons displays single or multiple intervals. These intervals indicate the distances at which that ranged weapon has a certain modifier applied to the user's **ACCURACY** attribute. If the **REACH** distance of such weapons is modified, every interval is modified.

A model can even hit a target that is on different elevation, if it has enough **REACH**.

A caster's **casting aura** is an area equal to its **awareness**. Spells with a reach of casting aura can only target models within the casting aura area. Targets of an attack with this reach cannot benefit from cover.

In the active role, the caster of a spell can target models within the casting aura, even if it has no LOS towards them. If it has no LOS, the caster's casting attribute is halved.

TEMPLATES & AOE

Some abilities, spells or items have an **area of effect (AOE)**. To determine the number of models affected, place a template over the affected area. The template affects all models whose hitboxes are at least partially covered or in contact with the template. The main target must be fully covered by the template.

If a model is covered with multiple templates at the same time, it suffers the effect of each successfully placed template separately.

A model affected by a template attack may avoid hits with a successful **dodge** action, even if the template was placed successfully and the model is within the AOE.

If a model that is the target of an attack with a template declares an attack (as its action or reaction) and wins the confrontation, the template attack is nullified and the template is not placed. The caster or user of the template does not suffer its own attack.

Circular (small S 70mm, large L 120mm).

Spray (small S 213mm long, large L 260mm long): Teardrop templates are placed with the narrow end in base contact with the attacking model.

GAME SEQUENCE

A game is made up of **rounds**, each divided into a number of **turns** (one for each player). In the first turn of a round, the first player is of **active player** and the second player (or all other players) are the **reactive players**.

During the turn, the active player spends **activation points (APs)** to activate their models. The active player's models carry out their activations, performing their **active role**. At the same time, the reactive player(s) spend APs to have their models carry out their reactions, performing their reactive roles.

Once all of the active player's models have been activated the roles are reversed and the next turn starts. In a multiplayer game, the players assume their active turns according to the turn order. There is only one player that is active at a time.

Once both or all turns are complete, the round ends and a new one begins.

ACTIVE PLAYER

I. THE STRATEGIC PHASE

The active player's models may declare the use of any applicable abilities, items, or stratagems in an order of their choosing.

A leader's stratagems can only be declared during this phase.

II. THE UPKEEP PHASE

All players allocate a number of APs equal to the model's **STAMINA** to all of their models that can receive them.

III. THE TACTICAL PHASE

The active player may activate each of their models by spending their available APs. The reactive player may spend APs to react with their own models during the **reaction step** of each activation. A model with no APs cannot be chosen to activate or react.

The tactical phase ends when the active player no longer has any eligible models left to activate or decides they do not wish to activate any more models.

You do not have to activate every model and you can activate them in any order or use any of their available APs. A model's APs do not have to be spent in succession; you can activate a different model before spending all the points the first model has in a turn.

1. ACTIVATION STEP



The active player activates a model by spending one of its available APs. The model suffers any effects it might suffer when the model activates.

2. MOVEMENT STEP

An activated model may declare **normal** movement or **special** movement. Declare any relevant skills.

During this step, the activated model may either enter or cancel the **crouched** state (at the start or at the end of the movement).

After the movement is declared, the model is moved.

3. REACTION STEP

Following the rules of reaction, the reactive player now declares any of their models that react against the activated model. A model may react only against an activated model and must spend 1 AP to do so.

Then declare which normal actions the reacting models perform. Reaction is performed by a model in its **reactive role**. More than 1 model can react against an activated model, but the reactive player must specify each reacting model's actions. If the declared reaction is attack, the reactive player must also declare its type and means.

Reaction can only be a normal action, and requires LOS to the activated model. However if the activated model moves within the reactive model's **awareness**, the reacting model may declare reaction and perform a dodge even without LOS.

If a reacting model has declared **dodge** or **perceive** and has LOS towards an activated enemy model that has declared an attack while **shrouded** or **flying**, the reacting model may change its dodge or perceive declaration into an attack declaration immediately after the activated enemy model's action step.

ATTACK OF OPPORTUNITY

If an activated enemy model performs a movement that the reactive player suspects might have come within **REACH** of their weapon, the reactive model may declare reaction at that point of the activated model's movement and declare an **attack of opportunity** against it at that moment.

After the **reaction (attack)** has been declared, the reacting model must measure whether the enemy model is within its melee weapon's **REACH**.

if you are using assisted/standard measuring mode, the reactive player can measure whether the activated model comes within reach *before* declaring an attack of opportunity. If using realism mode, the reactive player must declare attack of opportunity before measuring the activated model's movement and reach.

If the activated model is not within the weapon's **REACH**, it is not affected by the attack. If it is, the reacting model may attempt an attack against it.

When the reactive model performs an attack of opportunity, even if it fails, it cannot declare a different reaction in this sequence.

A reactive model may perform a ranged attack of opportunity while the activated enemy model is moving toward it. If the activated model would then declare melee attack, this will trigger a **confrontation**.

All modifiers are still applied to the reacting model's attack.

4. ACTION STEP

The activated model may declare a **normal** action or a **special** action. If the declared action is attack, the active player must declare its targets and means.

5. END STEP

Players apply modifiers. All necessary rolls are performed and, when necessary, players must carry out **confrontation** rolls.

Models that score any hits must perform damage rolls, while models that suffered a hit during the sequence may perform corresponding rolls to prevent taking damage and some effects.

Damage, effects and abilities that happen during this activation sequence are applied and carried out simultaneously.

IV. THE END PHASE

Applicable effects are resolved. Both players discard unspent APs.

MOVEMENT

When declaring movement, clearly indicate the model's movement path. While moving, it can rotate and has 360° LOS. A model can move through allies, but not enemies. Its movement ends if it enters base contact with an enemy model. A model may not end its movement with its hitbox within another model's hitbox; but it may end its movement on top of an **incapacitated** or **dead** model.

A model can normally move over scenery or obstacles smaller or of equal height than its hitbox (without using additional **SPEED**).

If a model is moving vertically up a ladder (or similar) or over a surface that is narrower than the model's base size, movement costs double. You do not need to declare a **climb** to use a ladder.

Movement is either **normal** or **special**. Unless stated otherwise, an activated model that declared a special movement cannot perform any other normal action or special action during the same activation sequence.

NORMAL MOVEMENT

Walk: The model may move up to its **SPEED**.

Idle: The model stays stationary but may rotate and change LOS.

SPECIAL MOVEMENT

Climb: The model may move over an obstacle (vertical surface or scenery) that is higher than its hitbox, at half its **SPEED** (round up). It cannot perform any other action while on a vertical surface, or it falls. It may end its movement on a vertical surface.

Jump: The model may move through the air horizontally, vertically, diagonally, or in a parabolic line at half its **SPEED** (round up).

If the distance between the starting point and jump destination is larger than its halved **SPEED**, but the top of the model's hitbox

would come in contact and reach the same (or higher) level as the surface it wants to jump onto, place the model on the edge of the surface. If the distance is larger than (and the model's hitbox does not come in contact with the surface), the model falls vertically to the lower surface at the end of its halved **SPEED**.

Run: The model may move up to double its **SPEED**.

ACTIONS

The active player is the player currently conducting their turn. The active player's models perform the **active role** and perform **actions**, and the reactive player's models perform the **reactive role** and perform **reactions**. When the active player concludes their turn, the roles reverse.

Actions are either **normal** or **special**. Normal actions can be declared during both the active and reactive role.

To declare a special action, a model must first declare **'idle'** in its movement phase. Special actions cannot be declared during the reactive role.

NORMAL ACTIONS

Nothing: The model does nothing.

Assist: Some models can assist their allies, most commonly by casting support spells. A model can target itself or one or more allied models, in both an active and reactive role.

Declare the skills or items the model will use to perform the action, or the spells it will cast. Unless specified otherwise, when targeting allied models with an activated model, LOS is required.

An assisting model using **strike** may only target a number of models up to its **STRIKE** value.

Dodge: To avoid suffering damage from an attack, a dodging model must make a successful **AGILITY** roll with 1D20. If successful, it avoids receiving non-critical hits from the enemy's attack.

To declare dodge in the reactive role, a model must either have LOS towards the activated model, or the currently activated enemy model must be within its **awareness** (or both).

Without LOS to the attacking model, make the dodge test with halved **AGILITY**.

When a model declares dodge, it can do these things at the end of the end step, even if the roll was unsuccessful:

- Move up to half its **SPEED** (rounded up), in any direction.
- Enter or cancel the **crouched** state.

If both reactive and active models declare dodge, the reactive model must move first.

A model can fall off the edge of a surface while dodging.

When an engaged model dodges, even if the roll was unsuccessful, it may move out of the enemy model's melee **REACH**, canceling the engaged state.

A model declaring dodge that is the target of multiple enemy models must perform an **AGILITY** roll against *each* enemy attack.

Attack: An activated or reacting model may declare an attack, targeting one or more enemy models. Unless specified otherwise, LOS is required.

Choose and declare which skill(s) and which combat art the model will use, and an available item or spell. Unless stated otherwise, a model may select only 1 item or 1 spell. The attack can be ranged or melee depending on the item, spell or skill.

Perceive: This action allows a model to target and reveal an enemy model, spell or an item represented by a token. The token must be within the model's **awareness** and in LOS. If the model passes an **INTELLECT** roll, reveal the target token and place the corresponding model, spell or item token on the field.

Deathblow: This action renders an **incapacitated** enemy model **dead**. The model must be in base contact. No roll is required.

Trade: The model can exchange any number of items in its inventory with an allied model in base contact. A model may exchange only acquired items, not the default items on its profile.

Interact: To declare this action, a model must be in base contact with an object described by the quest. The model may perform a roll against the object (if necessary), using the specified attribute.

SPECIAL ACTIONS

Ritual: The model can immediately cast (multiple) *conjuration* spells (without any roll required) or spells that can only be cast with this action. When summoning a creature, after paying the mana cost, place a corresponding miniature and its profile card onto the field in base contact with the caster.

Uncover: By passing a halved **INTELLECT** roll, the hidden state of all enemy models or items within this model's **awareness** is canceled (they are revealed to any other players as well).

Issue a duel: Only a member of the player's original party (not summoned creatures, familiars etc.) can declare a duel. The opposing player decides whether they will accept or refuse it. If they accept, they must appoint a model from their party to duel.

Restore both dueling models' APs to their default **STAMINA** value. While the models duel, no other model can activate or react. If a model which is not dueling would interfere, the side it belongs to automatically loses the duel, and the other side wins.

Models belonging to the involved model, such as already summoned creatures, familiars, etc. can fight alongside the dueling model they belong to. Summoners may summon creatures to help them in the duel. Stratagems can be used.

The duel ends when one of the models becomes **incapacitated** or **dead**. **When the duel ends, the game ends as well** (any actions and objectives outside of the duel cannot be continued or completed after the duel starts). If both models become **incapacitated** or **dead** during the same activation sequence, the duel is a draw.

The surviving model wins the duel and receives 6 VPs. If the duel was a draw, the game ends and both sides receive 3 VPs, not exceeding the maximum amount of VPs available in the quest.

The winner of the game is the player with the most VPs.

ATTACK

The skill/spell/item's **STRIKE** is the number of dice used during the attack in the active role.

In the reactive role, a model's default STRIKE is 1. **STK** cannot be modified below 1. You may choose to roll fewer dice than the **STK** value.

The result of an attack roll must be equal to, or lower than the modified attribute used.

When your model hits another model, perform a **damage roll** for each hit the target model suffered. If the roll result plus the target model's **ARMOR (ARM)** is equal to or lower than the **POWER (PW)** of your hit, the hit is successful – the target model suffers a wound and loses 1 **HP** (unless specified otherwise). Suffering a hit allows the model to rotate and adjust its LOS.

If the combined sum is higher than the hit's **PW**, the damage is negated.

If confrontation rolls are performed, the attack is successful if the roll is higher than the enemy model's rolls.

If a model in the active role has a **STRIKE** greater than 1, it may distribute its strikes among a number of targets up to its **STRIKE** value. If the strikes are distributed among more than 1 enemy, confrontation rolls are resolved separately with every target.

When a model uses an ability that places templates, and its **STK** is greater than 1, the player may place a number of templates equal to model's **STK** and distribute them among 1 or more targets.

MELEE ATTACK

A **melee** attack is an attack action performed with an item or spell of the **melee** type. A model uses **OFFENSE** in its active role and **DEFENSE** in its reactive role. When a melee attack is performed with a spell, use **INTELLECT** (unless stated otherwise).

A model may always perform a melee attack **unarmed** instead of using a melee weapon:

Effect	PW	RCH	Strike	Type	Qty	Wgt
Unkneen	T or AG -3	0	STA	Melee, Natural	-	-

If a model has a shield equipped, it may perform a **shield bash** instead of using a melee weapon:

Effect	PW	RCH	Strike	Type	Qty	Wgt
Knockback 1, Unkneen	T	0	1	Melee	-	-

If a model ends within an enemy model's melee weapon's **REACH** during the end step of the activation or at the end of a phase, the model is considered **engaged**.

RANGED ATTACK

A ranged attack is an attack action performed with an item or spell of the **ranged** type. A model uses **ACCURACY** when attacking or **INTELLECT** when casting spells (unless stated otherwise).

When a reacting model declares a ranged attack, it must also specify the exact location on the activated model's movement path (within LOS) where the activated model will be shot.

When performing a non-AOE ranged attack that targets an enemy model in base contact with a model allied to the shooter, the shooter suffers a -4 modifier for every allied model in base contact with the target. A result of 17-20 hits one of those allied models (if there are several, your opponent chooses which one).

COVER

A small, medium or large model has cover against ranged attacks if it is within 1" of scenery that is higher than the model's base and at least partially obscures its hitbox from the attacker's LOS.

Heavy cover (-4 to the attacker's ranged attack): The object is both taller and wider than the model's size.

Light cover (-2 to the attacker's ranged attack): The object is smaller and thinner than the model's size. A model has light cover if it is in the **crouched** state.

A model receives light cover if it is on elevated ground and its hitbox is at least partially obscured from the attacker due to the perspective. If the model on the elevated ground stands behind a solid wall or similar, it receives heavy cover instead.

CRITICAL HITS

During an attack, a dice roll of 1 it is a **critical hit**. This reduces the target model's **ARMOR** to 0 for that hit. A critical hit beats all opponent's **confrontation** roll results. When both (or more) players declare an attack and score a critical hit, both (or all) models suffer the hit, applying all additional effects.

FRIENDLY FIRE

If a model delivers a hit that could deal damage to an allied model, that allied model must make a **MORALE** roll. On a failure, that allied model becomes **panicked** until its next strategic phase.

MORALE

If at any time the number of models in a party falls to half (rounded down) of their original number, those models become **panicked** until the end of the game. If the number of models rises back above half or more, this rule ceases to be in effect.

SPELLS & MAGIC

Using spells is called **casting** and a model using a spell is the **caster**. Unless stated otherwise, a model uses their **INTELLECT** when casting spells.

To cast spells of a certain element, the caster must have an **affinity (element)** of the specified element. A model has access to all levels up to their listed level of that spellcraft. A model can cast only 1 spell at a time, and cannot cast spells if it is using both hands.

In the active role, if a spell has a **STK** greater than 1, the caster may choose a number of targets up to that value. This cannot be applied to the casting of *conjunction* spells.

Mana is the energy required for casting spells. Mana counters can be spent for covering the price of *conjunction*-type spells or some other powerful spells. When in the active role, a mage can convert any number of its APs into the same amount of mana counters and place them in its personal pool. Mana counters are cumulative and do not disappear at the end of the turn.

Some spells have traits that might dictate the spell's usage, or affect targets when the spell is used.

There are **5 types of spells**:

SORCERY

Spells that mainly have short-lasting, destructive effects. Unless specified otherwise, the effect of a *sorcery* spell lasts until the end of the activation sequence. Its effect is dealt to the target or affected models.

HEALING

Spells with short-lasting, restorative effects. Unless specified otherwise, the effect of a *healing* spell lasts until the end of the activation sequence. They can only be cast in the caster's active role.

ENCHANTMENT

Spells that last for an extended period of time and bolster or weaken the target. Unless specified otherwise, their effect lasts until the caster's next strategic phase. They can only be cast in the caster's active role. If the *enchantment* spell is cast successfully, its target receives its effect.

If the spell has the **star** symbol for its **POWER**, the enchanted model's attacks are considered to have the **spell** type for the duration of the enchantment. A model can be enchanted by only up to 1 enchantment of the same name. Effects of enchantment spells cannot be prevented with a successful **dodge**.

TRANSMUTATION

Spells that are permanent and affect the environment. They remain on the field until removed or destroyed. *Transmutation* spells with an **ARMOR** in their effect can be targeted with attacks and destroyed with a successful damage roll. When cast successfully, *transmutation* spells are placed in base contact with the caster.

CONJURATION

Spells that allow the caster to summon a creature to the field, and bind it under their command.

These spells can only be cast in the caster's active role by declaring a **ritual** special action. The summoned creature may be used as one of the models under the player's command. It immediately receives APs equal to its **STAMINA**. Summoned creatures are considered both models and *conjunction* spells.

Mana cost (X): In order to cast a spell with this trait, the caster must spend an amount of mana counters equal to X. Creatures summoned by *conjunction* spells have **mana upkeep** equal to the creature's **tier**. A caster cannot cast any more *conjunction* spells if the combined mana upkeep of the creatures they have summoned and are now on the field equals or exceeds that caster's modified **STAMINA**.

A caster that has no summoned creatures under its command can summon creatures of higher tiers, even if their upkeep would exceed the caster's **STAMINA**. However, once such a creature is present on the field, the caster will not be able to summon more creatures, as long as the total upkeep exceeds its **STAMINA**.

During the strategic phase, a caster can voluntarily dismiss one of its summoned creatures: the summoned creature is instantly removed from the field.

When the caster of a *conjunction* spell becomes **incapacitated** or **dead**, the creatures it summoned to the field are removed from the field at the end of the activation sequence.

HOSTILES

Hostiles are models controlled by the game. They perform their active role (the hostiles turn) after all players finish their turns.

Hostiles regain their APs every player's upkeep phase. Players regain APs at the beginning of every hostiles turn.

Hostiles perform their reaction step after the active player's action step and before the end step of the activation sequence.

When a hostile declares an action targeting a model, it must turn to directly face the target. If a hostile suffers a hit, it must turn to directly face the attacker. Hostiles with the **construct** or **undead I** trait do not turn their facing when hit, but on a wound instead.

Unless specified otherwise, hostiles move via the shortest route. They ignore tokens unless specified otherwise. You may pre-measure distances for their actions even when using the realism mode of measuring.

If a hostile becomes **crouched**, it will try to cancel the state in the movement step of its next activation. If it declares **dodge**, it also cancels the crouched state. If a hostile becomes **immobilized**, it will try to cancel the state by declaring **dodge** in its action step if no other behavior listed on its card can be applied.

HOSTILES TURN

1. ESTABLISH ORDER OF ACTIVATIONS

Hostiles activate according to their tiers, beginning with the lowest tier. If there are multiple hostiles with the same tier, the one with the highest **MORALE** activates first. If there are more with the same **MORALE** and tier, players decide their turn orders.

Hostiles with the same **MORALE** and tier can activate interchangeably; one can spend 1 AP, then a different one can activate before the first activates again. Hostiles of the same tier must exhaust all of their APs if possible before a higher-tiered hostile can activate.

2. ACTIVE HOSTILES

Activate hostiles as normal; however some have special behaviors, special abilities and target priorities. Refer to the hostile's **active** or **reactive** section depending on its current role.

3. FOLLOW THE HIERARCHY OF BEHAVIORS

Within the numbered hierarchy of behaviors under the appropriate step, the highlighted text is a specific condition of behavior in relation to any possible enemy targets. The non-highlighted text explains the behavior if that condition is met.

The hostile conducts its turn based on these behavior conditions, starting at behaviour 1 and continuing down the list until a condition is met. If none of the conditions are met, the hostile does not activate or react.

In the hostile's active role, if a condition is met, but there is more than 1 possible matching target, the model matching the hostile's target priority the most is the target. If this is hard to discern, the hostile moves towards the nearest enemy. In the reactive role, the target can only be the activated model, as normal.

Technically, if a hostile is already activated but cannot move, it declares **idle**. It declares **nothing** if it cannot perform an action.

COMBAT ARTS

Some models have access to combat abilities organized into **combat arts** charts. The model can add the effect of only one of the combat art levels to its attack. If a model has access to several combat arts, it may select only one at a time.

A model has access to all levels up to their listed level of that combat art.

ASSASSINATION

Selected level's effect is applied to this model's attack.

I Aiming for the vitals: User's attack gains +6 **POWER**.

II Cunning precaution: User's attack gains **poison I** trait.

III Overwhelming assault: User's attack gains +1 **STRIKE**.

IV Decisive blow: In the active role, user's successful attack rolls become critical hits.

V Deadly precision: If a model suffers a wound by this ability, it automatically dies.

FENCING

Selected level's effect is applied to this model's ,melee attack.

I Masterful parry: Target's melee attack suffers -3 modifier.

II Harsh riposte: Target's melee attack suffers -1 **STRIKE** (cannot be reduced below 1).

III Second wind: User's melee attack gains +1 **STRIKE**.

IV Grapple & thrash: User's melee attack gains **knockdown**.

V Striking the gaps: User's melee attack gains ignore **ARMOR**.

BERSERK

Selected level's effect is applied to this model's melee attack.

I Grapple & thrash: User's melee attack gains **knockdown**.

II Onslaught: User's melee attack gains **sweep**.

III Limb fracture: User's melee attack gains **crippling**.

IV Mortal wound: User's melee attack gains **cleave**.

ITEMS

A model can only have 1 item from each category equipped at a time. A model may equip or unequip Items once per activation (or reaction). Items come in 4 categories:

Weapons give an attack the specified amount of **REACH (RCH)**, **STRIKE (STK)**, **POWER (PW)** and effects when equipped.

Shields provide a passive effect when equipped. A model may choose to use an equipped shield to perform an attack instead of a weapon, spell or another item.

Accessories provide a passive effect when equipped.

Consumables must be discarded from a model's inventory after use whether the action was successful or not. A model may use only 1 consumable Item of the same name at a time. You do not need to unequip other items to use a consumable item.

If a player does not specify what a model has equipped and the model has multiple items of the same category in its inventory, the default equipped item (of each category) is the one listed highest in the inventory (the **primary weapon**).

Unless an item has the *two-handed* trait, it is used in one hand. If a model has a two-handed weapon listed highest in the model's inventory and the shield is listed second, the model has the two-handed weapon equipped and the shield unequipped.

INVENTORY (X)

If the total **QUANTITY (QTY)** or total **WEIGHT (WGT)** of items in a model's inventory exceeds X, the model is over-encumbered and may not perform any movement or special action.

WGT is multiplied by **QTY** when checking the total **WGT** of Items in a model's inventory, unless the item's **WGT** is 0 (then only **QTY** counts towards total **WGT**).

An item with / marked as its **QTY** and **WGT** fills no space in the model's inventory. Unless somehow removed, the items that are already in the model's inventory must be included when calculating the total **QTY** and **WGT**.

When a model activates, it may drop any number of items. If the items are dropped, they are represented by a **cache token** left on the field in base contact with the model that dropped them.

STRATAGEMS

Stratagems are abilities only the **leader** of a party may use during its strategic phase. If the leader becomes incapacitated or dead, that party can no longer use stratagems. During their strategic phase, a player may select 1 stratagem and apply its effect.

There are 2 types of stratagems: **authority**, which affects allied models (friendly models without the same **affiliation** as the leader cannot benefit from that leader's authority stratagems), and **subterfuge**, which affects enemy models.

Unless specified otherwise, after a stratagem is applied, its effect lasts until the player's next strategic phase. Stratagems have infinite reach.

If the player does not specify what stratagem the leader is using, the stratagem used is the one listed highest in the leader's stratagem chart.

SCHEMES

Schemes are classified objectives known only to the player who receives them. At the end of the game, all schemes are revealed and the player receives a number of VPs as a reward for completing the objective listed on the card. Each scheme can only be completed once.

If you draw 2 schemes of the same name, discard 1 and draw a new scheme. Schemes in the deck differ depending on the faction you choose. Each faction has access to 6 common schemes and 6 unique schemes.

END OF THE GAME

Different quests have different endgame conditions.

A quest automatically ends if at the beginning of their turn a player has all models in either the **incapacitated** or **dead** state.

Unless specified otherwise, a game ends after the last player concludes their 5th turn.

The victorious player is the player who scores the most **victory points (VPs)**. If (all) players have the same amount of VPs, the game ends in a draw. Unless stated otherwise, the maximum number of VPs a player can obtain in a single quest is 10.

STATES

BLEEDING

This model must perform a **TOUGHNESS** roll in each of its strategic phases. A failed roll causes the model to suffer a wound.

BLINDED

This model has no LOS (other than to itself) and cannot perform any actions other than **assist**, **dodge** or **nothing**.

CONFUSED

This model has halved **OFFENSE**, **DEFENSE**, **ACCURACY**, **INTELLECT**, **AGILITY** and **MORALE**.

CRIPPLED

This model has halved **SPEED** and **AGILITY**.

CROUCHED

The hitbox of this model becomes the size and volume of its base. It's **SPEED** and **ARMOR** are halved and its attack **STRIKE** value becomes 1. It cannot make other models **engaged**. During the movement step, this model may only declare **walk** or **idle**.

In the active role, this state may be voluntarily canceled during the model's movement step. It may also be canceled with a **dodge**.

DEAD

This model's hitbox becomes the size and volume of its base. A dead model cannot receive APs and cannot perform activations or reactions. Unless stated otherwise, it cannot use or benefit from any skills, traits, etc.

ENGAGED

An engaged activated model in the active role may only declare **idle** or **walk** as its movement. If it declares **walk**, it can only move directly towards the enemy model that is causing the engaged state (choose 1 model is several apply).

While engaged, a model may only declare **melee attack**, **assist** (targeting itself) or **dodge** as its action. It automatically has LOS to all enemy models that are causing it to be engaged, but cannot react against models outside of its **awareness**.

A model stops being engaged when it leaves the melee weapon **reach** of the enemy, disengages with a **dodge**, or renders the enemy into an **incapacitated**, **petrified**, **crouched** or **dead** state.

FLYING

While in this state, this model has doubled **SPEED** and has a melee attack **STRIKE** value of 1. It may move over scenery, obstacles and models, or end its movement above them (unless the scenery is of an infinite height). Attack and movement distances are measured as if the model were on the field. It cannot benefit from cover, become **engaged**, or voluntarily become **crouched**.

A flying model cannot be targeted by melee attacks, except by models also in the flying state. However, if the flying model declares a melee attack against a model that is not flying, the attacked model can declare a melee attack against the flying model.

The flying state is automatically canceled if the model becomes **incapacitated**, **dead**, **immobilized**, **petrified** or **crouched**.

INCAPACITATED

When a model's **HP** reaches 0, it becomes **incapacitated**. The hitbox of the model becomes the size and volume of its base. It cannot receive APs and cannot perform activations nor reactions (however if it had remaining APs at the time when it became incapacitated, it keeps them until the end phase of that turn).

This state is canceled if the model regains at least 1 **HP**. If a model is incapacitated, but has more than 0 **HP**, the incapacitated state is canceled during the model's next strategic phase. When canceled, the model may voluntarily become **crouched**.

An incapacitated leader cannot use stratagems. An incapacitated model that suffers another wound automatically becomes **dead**.

IMMOBILIZED

This model cannot perform any movement, special movement or special action. This state can be canceled with a successful **dodge**, which may be performed either with **AGILITY** or **TOUGHNESS**. When it declares **dodge**, it cannot move or enter/cancel the **crouched** state, unless it performs a successful **dodge**.

PANICKED

This model must perform a **MORALE** roll at the beginning of its every activation or reaction. If it fails the roll when in its active role, it must perform an entire **run** movement towards the nearest open edge of the field. If the movement would end past the edge of the field, the model is removed from play and counts as a loss.

If a model fails the roll in its reactive role, it can only declare **dodge** towards the edge of the field or **idle** as its reaction.

POISONED

This model must perform a **TOUGHNESS** roll with a -6 modifier in each of its strategic phases. A failed roll causes it to suffer a wound.

SHROUDED

While a model is in this state, it is represented on the field by a **shrouded token**. It cannot be a target of actions other than **perceive**. This state is automatically canceled if the model declares a normal action (other than **nothing**) or special action.

Performing an attack in this state reveals the model, but grants the **surprise attack** trait to its attack.

The model and its profile are considered secret information. The player controlling the model does not have to disclose the model's identity and profile to other players while shrouded.

WEAKENED

This model has halved **TOUGHNESS** and -1 **STAMINA**.

FATIGUED

This model cannot regain APs during the upkeep phase. This state is canceled at the beginning of its next strategic phase.

CLASS ABILITIES

Alchemist: This model's consumables replenish during its strategic phase. When casting a *transmutation* spell, an alchemist may re-roll up to 1 failed roll.

Armsmaster: When in the active role, this model may gain +1 **STRIKE** when performing a melee attack.

Artificer: During their strategic phase, this model may select an available *enchantment* spell and apply its effect to themselves without performing a roll, until their next strategic phase.

Assassin: This model scores a critical hit on results of 1-3.

Berserker: Once per turn, when this model would suffer 1 or more wounds as a consequence of damage roll(s), it may perform a **TOUGHNESS** roll for every wound it would suffer. If a roll is successful, that damage is prevented.

Creature: Creatures have no abilities connected to their class, but some quests may have rules that give them a specific effect.

Civilian: Civilians have no abilities connected to their class, but some quests may have rules that give them a specific effect.

Druid: This model gains a +4 modifier when casting spells of the *earth* element. Druids can also choose to cast spells with either their **INTELLECT** or **MORALE** value.

Enchanter: This model may cast *enchantment* spells on allied models without performing a roll.

Mage: When casting a spell, this model may spend an unspent AP to re-roll any number of dice. When in the active role, a mage can convert any number of its APs into the corresponding number of mana counters and place them in its personal pool.

Marksman: If this model declares **idle** during its movement step, it gains +4 **ACCURACY** until the end of the activation sequence.

Mystic: This model must use their **MORALE** instead of **INTELLECT** when casting spells.

Ranger: During the end phase when in the active role, this model may perform a normal movement (this does not provoke reactions from the reactive player).

Rogue: Once per activation, on at least 1 successful hit against the target, a rogue may perform 1 **AGILITY** roll. If successful, the rogue's hit gains **knockdown**.

Sentinel: In their reactive role, this model may gain +1 **STRIKE** when performing an attack.

Soldier: This model receives +1 **OFFENSE**, +1 **DEFENSE**, +1 **ACCURACY**, +1 **INTELLECT** and +1 **MORALE** for each other soldier in its **awareness** and from the same party that is not in the **incapacitated** or **dead** state.

Sorcerer: In their active role, when casting a *spell*, a sorcerer may re-roll up to 1 failed roll.

Summoner: This model can start the game with a tier II or lower summoned creature in its **awareness** area. The creature must be one that the summoner could bring to the field with one of their conjuration spells (no roll or spending of an AP is required).

A summoner may share its pool of mana counters with other summoners in the party. If the summoner becomes incapacitated, its accumulated mana counters are discarded.

Vitalist: This model can cast *healing* spells on allied models that are not in the **incapacitated** or **dead** state, without having to perform a roll.

Warrior: During its strategic phase, a warrior may shift to a **defensive stance** (place a **defensive stance marker** next to it).

While in this stance, when the model declares an attack, its **STRIKE** becomes 1 in its active role; in its reactive role, it is as if it would be in its default active role. Unless stated otherwise, the defensive stance is canceled at the beginning of the warrior's next strategic phase.

Wizard: When casting a spell of the *elder* element, a wizard may re-roll up to 1 failed roll.

SKILLS

Skills are optional abilities. A model cannot use the same skill more than once per activation.

The level of a skill is shown in roman numerals. Any level grants the effect of all lower levels of the skill to the model, and the effects of multiple levels stack.

BACKSTAB

During an attack action against a target that does not have LOS to this model, one of this model's strikes automatically becomes a hit (resolve other remaining strikes normally). In addition, all hits get +3 **POWER**.

CHAIN ATTACK

This skill can be used once per activation sequence to perform an attack against an enemy model previously hit by an allied model.

If an allied model successfully scores a hit against an enemy model that is within LOS of this model, this model may immediately perform a **STRIKE** 1 (that cannot be modified) attack against the same enemy model (before damage rolls are performed). If there are multiple eligible enemy models within LOS, you may choose one of them as the target.

This skill does not count as a separate activation or reaction and it does not use any APs. The model using this skill ignores the *ranged attack into base contact featuring an allied model* rule.

CHARM /III

I: When an enemy model declares reaction against this model, it must first make an **INTELLECT** roll. If it fails, it may not declare any normal action other than **nothing** until the end of the activation sequence.

II: On a failed **INTELLECT** roll, the enemy model must also perform **walk** towards the user for its entire **SPEED** value (if possible).

CLAIRVOYANCE

When in the reactive role, this model may declare reaction and target enemy models within its **awareness** even without LOS. If it has spells with **casting aura**, it may cast them without LOS even in the reactive role. It may ignore the **blinded** state and **surprise attack** trait of enemy models within its **awareness**. In the active role, it does not suffer halving modifiers when spellcasting without LOS.

CLIMBING

This model can perform the **climb** special movement as if it were a normal movement. Its **SPEED** is not halved when climbing.

DASH

In its movement step, this model may perform a **run** special movement with a **STRIKE** 1 (that cannot be modified) melee attack at the end of its movement path.

DUAL WIELD

This model can equip a second (melee) weapon in place of a shield. Both weapons must have a **reach** of 1 or less and must not have the **two-handed** trait. The model may also re-roll a single melee attack roll. This model must decide which weapon's **POWER** and **STRIKE** values to apply during an attack action.

FINISHING STRIKE

If this model successfully wounds a target model (after damage-related states are applied), it may immediately make an additional **STRIKE** 1 (that cannot be modified) attack using the same item or spell against the same target. If there are more targets, choose 1.

FLICKER

When this model declares a movement it may move through obstacles and other models as if they were not there. It may move in any direction (even vertically), but the distance is always measured in a straight line between the model's start and end positions. It cannot end its movement on top of another model or within an obstacle. If the model ends its movement in mid-air, place it on the table directly underneath and test for fall damage. Enemy models may only react to it if they can draw LOS to this model when it performs an action or this model moves into their **awareness**.

FLIGHT

The user may enter or cancel the **flying** state during its movement step. It cannot be affected by fall damage.

FOLLOW-UP

If an enemy model disengages from this model, this model may move up to its halved **SPEED** towards the disengaged model.

FORESIGHT

When this model becomes a target of an attack in the reactive role, it can postpone its own reaction step until after the attacker's action step.

HIT AND RETREAT

During its movement step, this model may cancel the **engaged** state without any roll required. If it declares an attack in its activation, it may perform **walk** during the end step.

HURL

This model may declare a **STRIKE** 1 ranged attack with **reach** and **POWER** equal to its **TOUGHNESS** value, AOE: Circular S, and the **stagger** trait. The strike cannot be modified. If the target is within 1/2 **reach** distance, the model benefits from +4 **ACCURACY** for the duration of this attack action. It may not use any other ranged weapon or spell during this activation sequence.

INFILTRATION

During the deployment phase:

- I: You may deploy this model up to the middle line of the field (on your half of the field).
- II: You may deploy this model anywhere outside of the opponent's deployment zone.

IMPEDE

When this model declares an attack of opportunity against a non-engaged model, that model's movement ends at the point where the attack of opportunity is performed. If it was a melee attack, the target also becomes **engaged** immediately.

LEAP

This model can perform the **jump** special movement as if it were a normal movement. Its **SPEED** is not halved when jumping.

PROTECTOR

This skill may only be used in the reactive role. When an allied model within 1/2 **SPEED** of this model becomes the target of an attack action, this model may spend an AP to move into base contact with that allied model (it cannot move through objects that are taller than its hitbox). If it does so, it becomes the new target of the attack action instead.

REGENERATION

During its strategic phase, this model may regain 1 **HP** and cancel the **bleeding**, **weakened** and **crippled** states.

STEALTH

I: When this model activates it does not provoke a reaction from enemy models that do not have LOS to it, regardless of whether this model is within an enemy model's **awareness** or not.

II: You may deploy this model in the **shrouded** state. If no enemy model has LOS towards the user, this model may re-enter the **shrouded** state during its strategic phase.

TAUNT

This skill can only be used during the movement step. All enemy models that have LOS to this model, or within whose **awareness** this model enters, must make an **INTELLECT** roll. On a failed roll, the enemy model must declare a reaction against this model if possible.

TRACKING

This model gains a +3 modifier when performing **perceive** and **uncover** actions. This model does not suffer the penalty to its **INTELLECT** when it performs the **uncover** action. When performing **perceive**, it may re-roll a single roll.

TRAITS

Traits are passive abilities that are always in effect while the model is present on the field. You cannot choose to disregard their effect. If an ability, item or spell has a trait, any hits or wounds caused by it also has that trait.

The level of a trait is shown in roman numerals. Any level grants the effect of all lower levels of the trait to the model, and the effects of multiple levels stack.

ACUTE SENSES

This model may perform the **perceive** and **uncover** actions with its **AGILITY** instead of **INTELLECT**. The model's **awareness** is increased by 3". When performing a **dodge** without LOS, its **AGILITY** is not halved.

ADVANTAGE (X)

Once per activation sequence, this model may re-roll any number of dice (once) during an attack action against a target with a characteristic of type X.

AFFINITY (ELEMENT)

A model with this trait can cast (element) spells.

ARMOR-PIERCING

When making a damage roll for a hit with this trait you only add a halved **ARMOR** value.

BLEED

If a model suffers a wound with this trait, it gains the **bleeding** state.

BURN (X)

When a model suffers a wound with this trait, the attacking player may perform X amount of damage rolls with **ARMOR** value 0. Every successful damage roll causes the model to suffer a wound. If this wound would cause a model to become **dead**, the model is removed from the field.

CLEAVE

If a model suffers a wound with this trait, it automatically suffers another wound. Berserkers can perform a **TOUGHNESS** roll for each wound they would suffer.

CONSTRUCT

This model cannot be affected by the **surprise attack**, **stagger**, **vampirism**, **mindgame**, or **burn** traits, or the **charm skill** or toxic environments. It cannot enter **panicked**, **bleeding**, **poisoned**, **weakened**, and **confused** states. Spells or abilities that allow the attacker to regain **HP** when it deals a wound to a model cannot affect this model. It cannot regain **HP** from spells or skills without the earth element. If the model's **HP** reaches 0, it is removed from the field.

CRIPPLING

If a model suffers a wound with this trait, it must perform a **TOUGHNESS** roll. A failed roll causes the model to become **crippled**.

DEMON

When this model deals a wound to a model, that model must perform a **MORALE** roll. If failed, the wounded model becomes **panicked** until the end of the turn.

If this model scores a critical hit, the hit model automatically becomes **panicked** until the end of the turn. This model's attack receives +4 modifier when it is declared against a model in the **panicked** state. This trait does not work against models with this trait.

DUELIST

The target of this model's attack action cannot use its combat arts of level III or less.

ELEMENTAL

This model cannot be affected by the **stagger**, **vampirism**, or **mindgame** traits. It cannot be affected by the **charm skill** or toxic environments. It cannot enter **bleeding**, **poisoned**, or **weakened** states. If the model's **HP** reaches 0, it is removed from the field.

ELEMENTAL ESSENCE (ELEMENT)

This model cannot suffer effects from (element) attacks. Melee attacks with this model's natural weapons deal (element) magical damage.

FAMILIAR

When summoning this creature (with a *conjunction* spell), the caster receives additional abilities and stat modifiers as shown on the creature's profile.

If the caster would be dealt damage and would suffer any wounds, the familiar may be removed instead. Creatures with this trait do not have mana upkeep, but the caster may not have more than 1 creature of the same name under their control.

Such creatures are not considered fully-fledged models, but you may use their miniatures as visual elements. Some familiars have their own miniatures and some are attached to their caster's miniature. The caster receives the familiar's abilities and stat modifiers only if the familiar is summoned (even if their miniature would already have the familiar attached).

FEARLESS

This model cannot become **panicked**.

FOCUS

These spells or items do not have a target when declaring **attack** or **assist**. Instead, the caster or the user is the center of the effect and the specified models within the caster's casting aura become affected.

FROSTBITE

If a model suffers this wound, it must perform a single **TOUGHNESS** roll, regardless of the number of hits. A failed roll causes the model to suffer another wound.

IGNORE ARMOR

This hit reduces the hit model's **ARMOR** to 0 for the duration of the damage roll.

IGNORE SHIELD

Attacks with this trait ignore effects of shield equipment.

INSPIRING I

Other allied models within this model's **awareness** and with the same affiliation gain +6 **MORALE**.

INTIMIDATING

Models in the **panicked** state with LOS towards this model suffer -6 **MORALE**.

KNOCKBACK (X)

A model that suffers this hit is moved X inches in any direction away from the attacker at the end of the end step (the attacker chooses the direction). This trait does not affect models 2 or more sizes larger than the attacker. When a model is moved because of knockback, it is moved from the exact point where it ended its movement during the movement step.

KNOCKDOWN

A model that suffers this hit becomes **crouched**. This trait does not affect models 2 or more sizes larger than the attacker.

MANA COST (X)

To cast this spell, the caster must spend an amount of mana counters equal to X.

MINDGAME

A **dodge** against this attack must be performed with the **INTELLECT** attribute instead of **AGILITY**. If a model suffers a hit with this trait, it must make an **INTELLECT** roll instead of the attacker making a damage roll; if the roll fails, the effects of the attack are applied and damage is dealt.

POISON I/II

I: Weak poison: if a model suffers a wound with this trait, it becomes **weakened** until its next strategic phase.

II: Strong poison: if a model suffers a wound with this trait, it becomes **weakened** and **poisoned**.

WATCHFUL

This model receives a double amount of APs in its reactive role.

RESISTANCE I/II (X)

I: The **POWER** of a hit dealt to this model by an attack with the X type or trait is halved.

II: Hits and related effects dealt to this model by an attack with the X type or trait are negated.

RESOURCEFUL I/II

I: This model may receive 1 additional upgrade.

II: This model may receive another 1 additional upgrade.

SPELLBOUND (X)

This model or an item is enchanted by the *enchantment* spell listed in the brackets. In addition, the spell does not wear off, and lasts throughout the game.

STAGGER

A model that suffers this hit loses 1 AP (until the end of the turn). This trait does not affect models 2 or more sizes larger than the attacker.

STUN

A model that suffers this wound must make a **TOUGHNESS** roll. If failed, the model loses all APs until the end of the turn.

SURPRISE ATTACK

This attack halves the target model's **OFFENSE**, **DEFENSE**, **ACCURACY**, **AGILITY** and **INTELLECT** until the end of the activation sequence.

SURVIVAL (X ENVIRONMENT)

This model is not affected by the X environment.

SWEEP I/II

I: On a successful attack roll, all models within this model's LOS and weapon **reach** suffer a hit.

II: On a successful attack roll, all models within this model's weapon **reach** suffer a hit (including those behind this model).

TARGETLESS

When in the active role, this attack does not require a model as a target. Instead, the target can be any surface on the field. If the spell has both **casting aura** and **AOE reach**, and the target is a flat surface/ground, the template must be placed wholly within the casting aura.

THROWING

This item can be used to perform a ranged attack with **reach** distance equal to the model's **TOUGHNESS**. The **STRIKE** of such a ranged attack may be up to the quantity of the used item. If this ability is used, remove the item from the model's inventory, even if the attack was unsuccessful. If this attack rendered the target model **incapacitated** or **dead**, you may recover the item by coming into base contact with the target.

TRAMPLE

When this model declares **run** special movement, it can move through any model of a smaller size. When it moves through or touches another model's hitbox in such a way, that model suffers a hit with the **knockdown** trait and **POWER** equal to the **TOUGHNESS** of this model. The reacting model can avoid receiving a hit with a successful **dodge**.

TWO-HANDED

This weapon cannot be used in combination with an equipped shield or another equipped weapon.

UNKEEN

If a model would suffer this wound, it must first perform a **TOUGHNESS** roll. A failed roll causes the model to suffer the wound, while a successful roll negates the wound.

UNSTOPPABLE

If the target of an attack action from this model is smaller, confrontation among these models does not occur for that attack action (a model's successful attack rolls do not block the other's).

VIGILANCE

This model is immune to the **surprise attack** trait. Its front arc extends to an angle of 360° for drawing LOS.

WEAKENING

If a model suffers this wound, it becomes **weakened**.